Konami Game Hint and Tip Line: 1-900-896-HINT (4468)
70¢ per minute charge. Minors must have parental permission before calling.
Touch-tone phone required.

Konami Warranty Services Line: (708) 215-5111.
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Konami (America) Inc.
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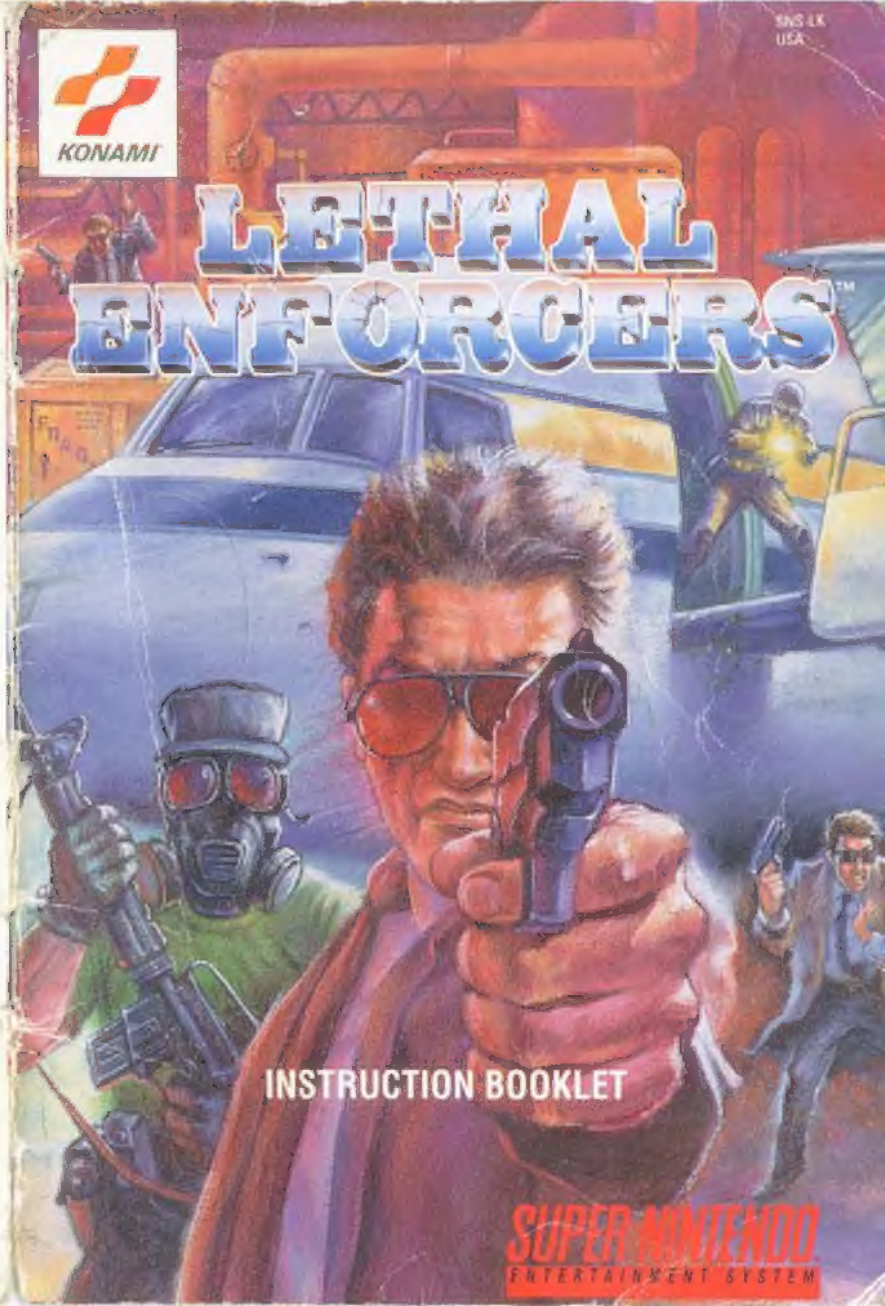

A SPECIAL NOTE:

Konami has created Lethal Enforcers *for your gaming pleasure. The enclosed game gun is intended to be used only with the* Lethal Enforcers *game. Do not point it at another human being. Do not alter the gun in any way.*

LICENSED BY

Nintendo

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Setting up

1. Insert the game pak into the Super NES® Game System.

2. Plug a control pad into control port 1 and plug the special Player-1 game gun which came with **Lethal Enforcers** into control port 2.

3. Turn on your TV or monitor, then turn on your Super NES.

4. After the Title screen you will automatically enter the "gun adjust" mode. See page 8 for details.

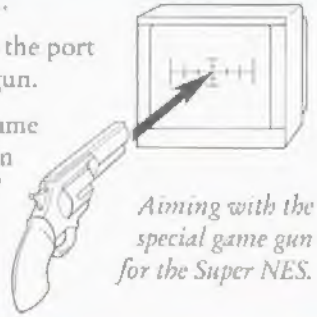
Two player setup

To play with two guns at the same time, you must buy a Player-2 game gun. (See the offer in the back of this booklet.) You cannot use two Player-1 game guns or two Player-2 game guns. Also, you must use two guns or two controllers—you cannot use one gun and one controller.

1. Plug the Player-2 game gun into the port on the bottom of the Player-1 game gun.

Note: Never plug anything else into the port in the bottom of the Player-1 game gun.

2. Both guns can be adjusted at the same time in this version. The Player-1 gun is represented by a blue "bullet hole" and the Player-2 gun is represented by a green "bullet hole".



Aiming with the special game gun for the Super NES.

"Hit the deck!"

You better learn to keep your head down and stay out of the line of fire if you want to get through LETHAL ENFORCERS from Konami. This Super NES® version is loaded with action! We recommend that you read this manual before you begin playing to experience the full power of the game.

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Cautions on use of the game gun 15
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Contents of the package

The following items are included in the LETHAL ENFORCERS product package.

- Super NES LETHAL ENFORCERS game pak
- Instruction manual
- Player-1 special game gun

Justice will be served!

Listen up! There is a reason you took this job, right? You think you can make a difference in this city. You want to serve and protect, right? Well, I've heard it all before—from the bleeding hearts who toss around the term "reform" like a platter of biscuits to the self-proclaimed vigilantes who think violence fights violence.

Let me tell you something, I've learned in my years on the force that most criminals are just looking for a free ride. They don't know the boundaries, so they don't realize they've crossed the line. But there is a small percentage out there who know the rules and just don't respect 'em. They think the rewards are greater than the risks. They have no fear of consequences—if they get caught they'll just end up back on the streets in no time. Well, that doesn't wash on my turf. If you come in here waving guns, you're going to pay the price for crossing the line. Innocent people are the ones with power here, not the thugs with guns.

Lately there has been a lot of action with the so-called organized criminals. I'm not going to allow that. I want you to hit the streets and clean up this town. Go out there and give the citizens of this city the protection they're entitled too. And do it by the book—I won't tolerate excessive violence. Just round them up and bring them in for the courts to handle.

Now hit the streets!

Mode settings

For operations other than in-game play, use the control pad connected to control port 1. When the title screen appears, press the START button and you enter the Option mode.

- If you have a game gun you will see the Test Aim screen first, then the Option mode.

Option Mode

You can select the option you want by pulling the trigger on the Player-1 gun to cycle through the options. Change your options and/or lock in your choice by pressing START on the control pad (or on the game gun).

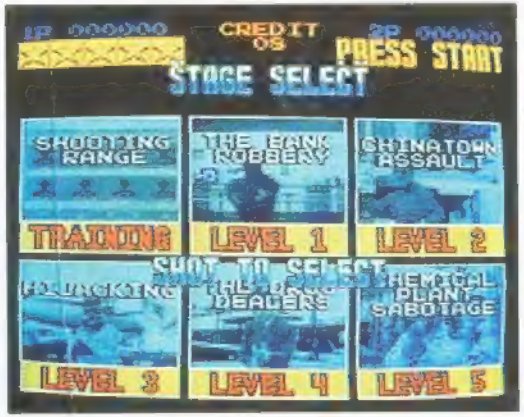
- GAME START 1 PLAYER
- GAME START 2 PLAYERS
- GAME LEVEL—Select either EASY, NORMAL or HARD
- SOUND MODE—Select either STEREO or MONAURAL
- ADJUST MODE—Switches to Gun Adjust mode.

Press START when you are on GAME START 1-PLAYER or GAME START 2-PLAYER to enter your selection. This takes you to the Stage Select screen.

Stage select screen

Move the aiming cursor with the control pad (or just aim the gun) so that you are aiming at the stage you want to go to. Press the B button (or pull the trigger).

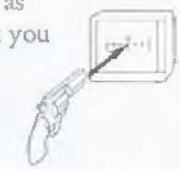
- You must defeat all five stages to finish the game.
- The training stage is for practice. You don't have to play it to finish the game, but it will certainly improve your skills!



Gun Adjustment Mode

ADJUST AIM—This is to calibrate the gun. It appears the first time you turn the game on, and again when you select this option. The first time you pull the trigger, the "bullet hole" is centered in the screen. Line the gun sight up with the center of the target and pull the trigger again. The goal is to have the "bullet hole", the gun sight and your eye all lined up in a straight line—that way you'll hit the target you're aiming at.

TEST AIM—Aim at the screen and pull the trigger as many times as you like. A mark appears at the spot you were shooting at every time you pull the trigger.



To exit the gun adjustment screen, shoot the "EXIT" icon in the corner of the screen.

To readjust: When you want to do the adjustment again, press the START button on the side of the gun (or on the controller). You will go back to ADJUST AIM, or you can return to the Option mode and go through the steps from the beginning.

- See page 3 for information about adjusting two guns.
- If you change the distances of the guns from the screen or firing point, readjustment is necessary.
- You can press START during the game and readjust the gun(s) at that time. No bullet holes appear on screen when you readjust during the game
- The game is designed so that you will get the best response when shooting from a distance of 5-7 feet from the TV screen. If no mark appears on the screen when you pull the trigger, refer to the **Troubleshooting the game gun** section (page 16).

Note: Also refer to the **Cautions on use of the game gun** section (page 15).

How to play

When you are finished with the Option mode settings, press the START button on the gun to begin the game.

Gun operation

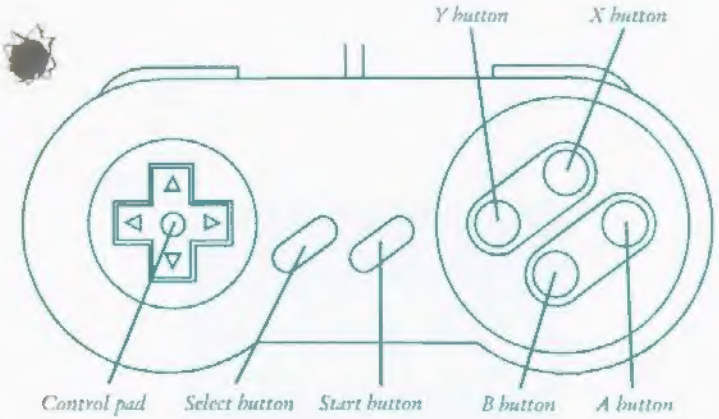
- When you aim at the TV screen and pull the trigger, a bullet is fired.
- When you aim away from the TV screen and pull the trigger, your gun is reloaded.
- Press the START button (on the side of the game gun, or on the controller) to pause during the game.
- To Continue, press the START button again.
- At game over, if your score is among the top 10, the name entry screen appears.

Point the gun at the letter you want to choose, then pull the trigger. Choose END to leave the name entry screen.

Controller operation

- Press the control pad to move the sighting crosshairs.
- Press the X or B button to fire a bullet.
- Press the Y or A button to reload.
- Press START to pause and resume, and to bring up the gun calibration during the game.
- To Continue, press the START button.
- At game over, if your score is among the top 10, the name entry screen appears.

  Move the cursor to the letter you want to choose, then press the B button. Choose END to leave the name entry screen.



Arcade Mode rules

These are the rules:

1. Shoot the bad guys. Fire bullets at them and their projectiles: hand grenades, knives, bazooka shells, etc.
2. Don't hit innocent bystanders.
3. Don't get shot!

Do you think you can handle that, Rookie?

When you start the game your rank is Patrolman. By shooting enemies and not hitting innocent people, you raise your hitting ratio and can raise your ranking.

You will lose a star each time you get hit or hit an innocent bystander. When your life drops to zero, the game is over. When you have credit, even if you lose all life, Continue is possible.

Scum Stomping Equipment

You can pick up some items in the game to help you wipe out these vermin. To pick up an item, shoot it. These aren't permanent, though. If you take a hit from an enemy, you will revert back to your standard issue weapon.

Magnum—Fire power rises; holds six rounds of ammunition.

Automatic—Holds 12 rounds.

Assault rifle—Fires three consecutive shots; holds 12 rounds.

Shotgun—Sprays lead in a relatively big area; holds six rounds.

Machine gun—Fires consecutively while the trigger is pulled (or X or B button is held down); holds 28 rounds and cannot be reloaded.

Grenade gun—Bullets explode; holds six rounds only and cannot be reloaded.

Crime scenes

Stage 1: The Bank Robbery

Stage 2: Downtown Assault

Stage 3: Hijacking

Stage 4: The Gunrunners

Stage 5: Chemical Plant Sabotage

Training Mode Rules

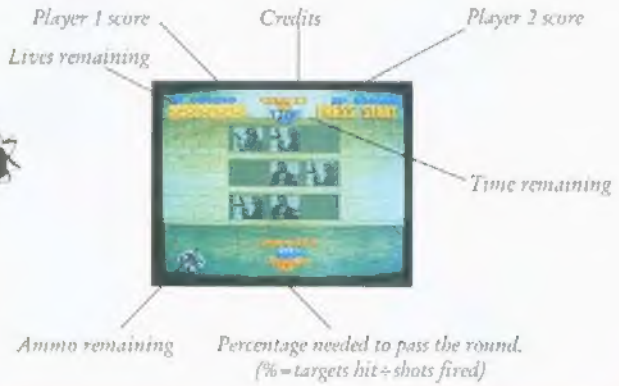
Fire at targets and knock them down.

You must hit the target before it disappears or it is counted as a miss. Even moving targets must be hit before they disappear off the screen.

- If there are two targets left unhit on a rack, it only counts as one miss.

The percentage displayed at the bottom of the screen is the hitting ratio required to clear the stage. If you get a higher percentage, you will be promoted. If your percentage is lower, you keep the same rank and lose one life. Life also decreases each time you miss a target rack.

Note: In Training Mode, rank has no bearing. You can continue until you are out of lives.



Cautions on use of the game gun

1. The game gun is a precision instrument. Strong physical impact may break it. Never hit with it or throw it.
2. Do not touch the port of the game gun or bend or pull the cord strongly. Do not damage the muzzle, point the game gun at the sun, stop it up, or get it wet.
3. When storing the game gun, keep it away from very hot or very cold places. Also keep it out of direct sunlight, away from heaters, and away from places that have a lot of dust or moisture.
4. When cleaning dirt off the game gun, never use thinner, benzene or other harsh chemicals.
5. Do not point the game gun at a person. Never take it apart or try to rebuild it.
6. This product cannot be used with projection TVs, LCD TVs, high-speed scanning TVs, high-definition TVs, or wide TVs.
7. This product may not work with some old TV models.
8. Do not use the game gun outdoors. It may not work indoors with direct sunlight.
9. While playing the game, do not use an infrared-type remote control device (to turn off the TV or VCR, for example). If used, sometimes the game will not function properly.
10. If you have any fluorescent lights near the TV screen, the game gun may not function properly. Either move the light or turn it off.
11. When playing a game that is not compatible with the game gun, always remove the game gun from control port 2.

Troubleshooting the game gun

When playing with the game gun, the following items may occur, but the gun may not be broken. Try these suggestions first:

Problem: The gun does not shoot.

- Adjust the brightness of the TV screen.
- Make sure the game gun plug is plugged into control port 2.
- Other (refer to the section "Cautions on use of the game gun")

Problem: There are some places on the screen you cannot shoot

- Adjust the brightness of the TV screen.
- Leave a distance of about 5-7 feet between the game gun and the TV screen.
- You can readjust the gun during gameplay by pressing START and aiming at the center of the crosshairs.

Problem: Shooting sometimes stops

- Adjust the brightness of the TV screen.
- Leave a distance of about 5-7 feet between the game gun and the TV screen.

Problem: The gun shoots at a spot not aimed at

- If there is a fluorescent light near the TV screen, move it or turn it off.
- You can readjust the gun during gameplay by pressing START and aiming at the center of the crosshairs.

Note:

- **The alignment of the aiming circle can be thrown off if you physically move from the spot you were in when you centered the gun. For the highest degree of accuracy, keep the gun in the same spot after gun alignment.**

The game gun specifications

Model name: Special game gun JE507-S01.

Power: DC5V 15mA (when Player-2 game gun is connected)

IC used: custom LSI...1

Light receiving element (with amp)...1

Note: Because of improvements made, changes may occur in these specifications.

Konami (America) Inc. Game Gun(s) Limited Warranty

Konami (America) Inc. warrants to the original purchaser of this Konami product that the product is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this product. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your **Lethal Enforcers™** game gun, please call our Warranty Services number (708) 215-5111.

Projection television warning

Warning!

Do not use with front or rear projection TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System® ("Super NES"), or any Super NES® games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in Super NES or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Epilepsy warning

Warning!

Read before using your Super NES system

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the Super NES system. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and/or convulsions.

Patent information

Nintendo products are protected by some or all of the following United States and Canadian patents:

United States Patent Numbers: 4,687,200; 4,746,478; 4,799,635; 4,801,489; 5,014,982; 5,043,526; 5,070,479; D325,225; D333,293. Other patents pending.

Canadian Patent Numbers: 1,226,605; 1,261,481; 1,270,339; 1,294,050; 67,356; 70,168; 70,317; 70,708; D333,293. Other patents pending.

Hardware precautions/maintenance

1) Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck. Load **ONLY** Super NES Game Paks into the Super NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.

2) Do not use any power plug other than the AC adapter provided with your Super NES. The AC adapter may become warm during use; this is normal and no cause for concern.

3) Do not use any RF switch other than the one included with your Super NES.

4) Do not disassemble or try to repair the Super NES components. Doing so voids your warranty.

5) After you have finished playing, be sure to remove the Game Pak from the Control Deck.

6) Do not store the Control Deck in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.

7) Do not drop, hit or otherwise abuse the Super NES components.

8) Do not leave the Control Deck turned on for extended periods when not in use.

9) When disconnecting any plugs from the Control Deck, first turn the Control Deck off. Then carefully pull by the plug itself, rather than by the cord. Do not step on, sharply pull or bend any wires or cables.

10) Do not expose the Control Deck, Game Paks or any other of the Super NES components to extreme heat or cold.

11) Do not spill liquids on the Control Deck, Game Paks or any of the Super NES components. To clean, use a soft, slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)

12) Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.

Game Pak precautions/maintenance

1) If you are playing for a long time, take a 10 to 15 minute break every hour.

2) The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.

3) Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.

4) Do not clean with benzene, paint thinner, alcohol or any other solvent.

5) Always store the Game Pak in its protective sleeve when not in use.

6) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the Super NES Cleaning Kit™ only. Cleaning kits are available at all AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center locations and at most retailers.

FCC information

Compliance with FCC regulations

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and the receiver are on different circuits.

If necessary, the user should consult an AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de classe b prescrites dans le règlement sur le brouillage radioélectrique édicté par le Ministère des Communications du Canada.

TÉLÉVISEUR À PROJECTION

⚠AVERTISSEMENT

NE PAS UTILISER AVEC UN TÉLÉVISEUR À PROJECTION ARRIÈRE OU FRONTALE

Ne pas utiliser un téléviseur à projection arrière ou frontale avec votre Nintendo Entertainment System® (NES), votre Super Nintendo Entertainment System® (Super NES) ou avec n'importe quel jeu pour NES™ ou Super NES™. Si des scènes ou motifs stationnaires de jeux vidéo y étaient projetés, l'écran de votre téléviseur à projection pourrait être endommagé de manière permanente. Des dommages similaires peuvent être causés si vous faites une pause pendant le jeu. Nintendo ou n'importe quel franchisé de Nintendo ne sera pas responsable des dommages causés, si vous utilisez votre téléviseur à projection avec des jeux NES ou Super NES. Ce problème n'est aucunement causé par un vice du NES, du Super NES ou des jeux pour NES et Super NES. d'autres images fixes ou répétitives peuvent causer des dommages similaires à un téléviseur à projection. Veuillez contacter le fabricant de votre téléviseur pour obtenir de plus amples renseignements.

ÉPILEPSIE

⚠AVERTISSEMENT

À LIRE AVANT D'UTILISER VOTRE SYSTÈME NES, SUPER NES OU GAME BOY

Une faible portion de la population pourrait être victime d'une attaque épileptique en regardant certaines lumières ou certains motifs clignotants que l'on retrouve communément dans l'environnement quotidien. Ces personnes pourraient subir de telles attaques en regardant certaines images télévisées ou certains jeux vidéo comme ceux joués sur les systèmes NES, Super NES et Game Boy®. Les joueurs qui n'ont jamais connu de telles attaques pourraient tout de même être sujets à une condition épileptique non détectée. Si vous, ou un des membres de votre famille, êtes atteint d'épilepsie, consultez votre médecin avant de jouer à des jeux vidéo. Cessez IMMÉDIATEMENT l'utilisation de votre système et consultez votre médecin, si vous ressentez un des symptômes suivants pendant le jeu: vision modifiée, tic musculaire ou oculaire, autres mouvements involontaires, désorientation, perte de sensibilité à l'environnement immédiat, confusion mentale, vertige, nausée ou convulsions.

RENSEIGNEMENTS SUR LES BREVETS

Les produits Nintendo sont protégés par certains brevets américains et canadiens ou par l'ensemble de ceux-ci.

Numéros de brevets américains: 4,687,200; 4,745,478; 4,799,635; 4,801,489; 5,014,982; 5,043,526; 5,070,479; D325,225; D333,293. Toutes demandes de brevet ont été déposées.

Numéros de brevets canadiens: 1,226,605; 1,261,481; 1,270,339; 1,294,050; 67,356; 70,168; 70,317; 70,708; D333,293. Toutes demandes de brevet ont ete deposees.

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PRÉCAUTIONS ET ENTRETIEN CONCERNANT LES APPAREILS

1. **Mettez toujours le contrôle d'alimentation du module de contrôle Control Deck® hors tension, avant d'insérer ou de retirer un logiciel.** Insérez le logiciel complètement sans le forcer et sans forcer le module de contrôle. Utilisez **SEULEMENT** des logiciels pour Super NES dans le module de contrôle du Super NES. Pour retirer le logiciel, appuyez sur le bouton d'éjection (EJECT) et retirez délicatement le jeu.
2. N'utiliser aucune prise de courant autre que l'adaptateur pour CA fourni avec votre Super NES. L'adaptateur peut devenir chaud pendant son utilisation, c'est normal et on ne doit pas s'inquiéter.
3. N'utiliser aucune prise RF autre que celle incluse avec votre Super NES.
4. Ne pas démonter ou essayer de réparer les composantes du NES. Ce faisant, vous annulerez votre garantie.
5. Lorsque vous avez fini de jouer, assurez-vous de retirer le logiciel du module de contrôle.
6. Ne rangez pas le module de contrôle dans un endroit humide, sur le plancher ou dans tout endroit où saletés, poussière, charpie, etc., pourraient s'accumuler.
7. Ne pas échapper, frapper ou utiliser abusivement les composantes du Super NES.
8. Ne pas laisser le module de contrôle sous tension pendant de longues périodes, s'il n'est pas utilisé.
9. Lorsque vous débranchez toute fiche du module de contrôle, placez d'abord celui-ci hors tension. Ensuite, tirez doucement la fiche elle-même plutôt que le cordon. Ne marchez sur aucun fil ou câble, ne pas tirer ou plier.
10. Ne pas exposer le module de contrôle, les logiciels ou toute autre composante du Super NES à des températures extrêmes de froid ou de chaleur.
11. Ne pas répandre de liquide sur le module de contrôle, les logiciels ou toute autre composante du Super NES. Pour nettoyer, utilisez un linge doux et légèrement humide. Laissez les composantes sécher parfaitement avant d'utiliser à nouveau. (N'utilisez que de l'eau.)
12. Ne pas jouer avec les positions "On" et "Off", car ceci pourrait causer la perte des renseignements conservés en mémoire par les logiciels munis d'une mémoire à pile.

PRÉCAUTIONS ET ENTRETIEN CONCERNANT LES LOGICIELS

1. Si vous jouez pendant une longue période, faites des pauses de10 ou 15 minutes, toutes les heures.
2. Le logiciel est une pièce électronique de grande précision. Ne pas le ranger dans des endroits extrêmement chauds ou froids. Ne pas frapper, échapper ou utiliser abusivement. Ne pas ouvrir.
3. Évitez de toucher aux connecteurs avec vos doigts. Ne pas souffler sur ceux-ci ou leur permettre d'entrer en contact avec des liquides ou des impuretés, ce qui pourrait endommager le logiciel et le module de contrôle.
4. Ne pas nettoyer avec du benzène, du solvant à peinture, de l'alcool ou tout autre solvant.
5. Lorsque vous ne l'utilisez pas, rangez toujours le logiciel dans son enveloppe protectrice.
6. Vérifiez toujours le connecteur latéral du logiciel pour en enlever les corps étrangers avant de l'insérer dans le module de contrôle. Pour prévenir l'accumulation de saletés, nous vous recommandons d'utiliser régulièrement le nécessaire de nettoyage Super NES™ et celui-ci seulement. Ces nécessaires sont disponibles dans tous les Centres de SERVICE DE PREMIERE QUALITÉ™ AUTORISÉS DE NINTENDO et chez la plupart des détaillants.

ADVERTENCIA PARA TELEVISOR DE PROYECCIÓN

⚠AVISO

NO USE CON UN TELEVISOR DE PROYECCION DE FRENTE O POSTERIOR

No debe usar un televisor de proyección de frente o posterior con su Nintendo Entertainment System™ ("NES"), ni con su Super Nintendo Entertainment System™ ("Super NES"), o ningunos de los juegos NES™ o Super NES™. La pantalla del televisor de proyección puede ser permanentemente dañada si se juegan los juegos de video con vistas o modelos estacionarias en su televisor de proyección. Daño semejante puede ocurrir si pone un juego de video en presa o pausa. Si usa los juegos de NES o Super NES con su televisor de proyección, Nintendo ni sus concesionarios serán sujetos por los daños. Esta situación no es causada por ningún defecto en el NES, el Super NES, ni por ningunos de los juegos del NES o del Super NES; otras imágenes retentivas o cuales se repiten, pueden causar daño semejante a un televisor de proyección. Por favor comuníquese con el fabricante del televisor para más información.

ADVERTENCIA SOBRE LA EPILEPSIA

⚠AVISO

LEA ANTES DE USAR SU NES, SUPER NES O SU SISTEMA DE GAME BOY

Un sector muy pequeño de la población puede sufrir ataques epilépticos al ver ciertos tipos de luces y patrones centelleantes que se encuentran presentes comunmente en nuestro ambiente diario. Dichas personas pueden tener ataques epilépticos al mirar ciertas imágenes en el televisor, o al jugar ciertos juegos de video, incluyendo los que se usan con los sistemas NES, Super NES y sistema de Game Boy™. Jugadores que no hayan sufrido ningún tipo de ataque anteriormente pueden, sin embargo, tener una condición epiléptica que no haya sido detectada. Si usted, o cualquier miembro de su familia, tiene una condición epiléptica, consulte a su médico antes de usar juegos de video. Cesar de usar INMEDIATAMENTE y consulte a su médico si tiene alguno de los siguientes síntomas al jugar los juegos de video: visión alterada, movimientos espasmódicos, otros movimientos involuntarios, desorientación, perdida de la noción de sus alrededores, confusión mental, mareo, enfermedad, y/o convulsiones.

INFORMACIÓN PATENTE

Los productos de Nintendo son protegidos por algunos o todos de los siguientes patentes de los Estados Unidos y Canada:

Números Patentes de los Estados Unidos: 4,687,200; 4,745,478; 4,799,635; 4,801,489; 5,014,982; 5,043,526; 5,070,479; D325,225; D333,293. Otras patentes estan pendientes.

Números Patentes Canadienses: 1,226,605; 1,261,481; 1,270,339; 1,294,050; 67,356; 70,168; 70,317; 70,708; D333,293. Otras patentes estan pendientes.

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PRECAUCIONES Y MANTENIMIENTO DE LOS COMPONENTES

1. **Siempre apague la consola (Control Deck™) antes de insertar o sacar un juego.** Inserte el juego completamente en la consola sin forzarlo. Debe de cargar en la consola **SOLAMENTE** los juegos del Super NES. Para quitar un juego empuje el botón de "eject" y cuidadosamente saque el juego.
2. No use ningún otro adaptador AC, sólo el que viene con su Super NES. El adaptador AC puede calentarse un poco durante el uso; Esto es normal y no es causa para interés.
3. No use ningún otro enchufe, sólo el interruptor (RF switch) cual es incluido con su Super NES.
4. No desarme o intente de reparar los componentes de su Super NES. Al hacer esto se hace anulable su garantía.
5. Después que haya terminado de jugar, asegúrese de quitar el juego de la consola.
6. No guarde la consola en un lugar húmedo, sobre el suelo o en ningún sitio en donde pueda colectar suciedad, polvo, hilacha, etc.
7. No suelte, golpee o de otra manera abuse los componentes del Super NES.
8. No deje la consola encendida por un periodo extendido cuando no está en uso.
9. Al desunir los enchufes de la consola, primero apáguelo. Luego, cuidadosamente quite el enchufe. No lo hale por la cuerda, sino por el mismo enchufe. No pise, alargue o encorve los alambres ni los cables.
10. No exponga la consola, los juegos o ningunos de los componentes del Super NES a extremo calor o frío.
11. No derrame líquidos en la consola, en los juegos o ningunos de los componentes del Super NES. Para limpiar, use un paño pequeño y blando que esté un poco húmedo. Permita que el componente se seque completamente antes de usar otra vez. (Use agua solamente).
12. No prenda y apague rápidamente la consola, según el caso puede eliminar la información de los juegos de memoria.

PRECAUCIONES Y MANTENIMIENTO DE LOS JUEGOS

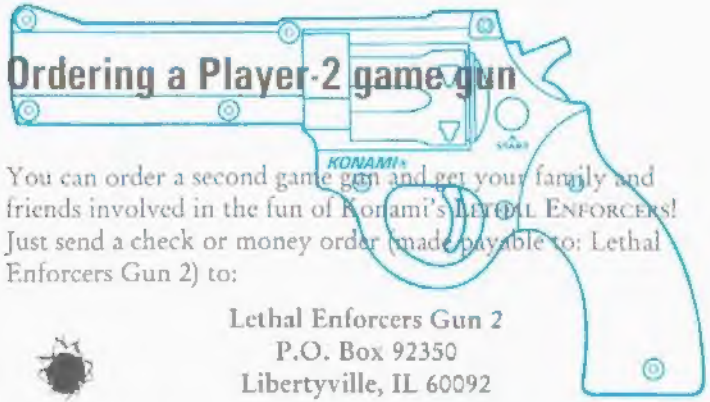
1. Si juega por mucho tiempo, cada hora tome un descanso de 10 a 15 minutos.
2. El juego es una pieza de precisión electrónica. No lo guarde en lugares que estén muy calientes o fríos. No golpee, suelte o de otra manera abuse el juego. No lo desarme.
3. Evite tocar los conectores con los dedos. No los sople ni permita que se mojen o que se ensucien. Al hacer esto puede dañar el juego y/o la consola.
4. No limpie con bencina, ingrediente para quitar pintura, alcohol o ningún otro solvente.
5. Cuando no está en uso, siempre guarde el juego con la cobertura protectora puesta.
6. Siempre verifique el filo de los conectores para materiales extranjeros antes de insertar el juego en la consola. Para prevenir que el filo de los conectores se ensucien, recomendamos que solamente use regularmente el limpiador Super NES Cleaning Kit™. Nuestros "kits" de limpieza son disponibles en todos nuestros centros de servicio, los AUTHORIZED NiNTENDO WORLD CLASS SERVICE CENTER™, y en la mayoría de comerciantes al por menor.

Handling your game pak

- The Super NES Game pak is intended for use exclusively for use with the Super NES™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Super NES Game pak.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Ordering a Player-2 game gun



You can order a second game gun and get your family and friends involved in the fun of Konami's LETHAL ENFORCERS! Just send a check or money order (made payable to: Lethal Enforcers Gun 2) to:

Lethal Enforcers Gun 2
P.O. Box 92350
Libertyville, IL 60092

Please allow 6-8 weeks for delivery. Offer expires Dec. 31, 1995.

Yes, I want to order a Player-2 game gun for my **Lethal Enforcers** game. Enclosed is a check or money order made payable to:

Lethal Enforcers Gun 2

Quantity ___ Player-2 game gun (@ $14.95 each) ..... $ _____

Postage & handling ($3.00 each) ..... $ _____

Illinois residents please add 6.5% sales tax ..... $ _____

Total ..... $ _____

Name _____

Address _____

City _____ *State* ___ *Zip code* _____

Phone (___) _____

Birthday ____ / ____ / ____
Month Day Year

SN

Send check or money order to:
Lethal Enforcers Gun 2
P.O. Box 92350
Libertyville, IL 60092

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

KONAMI GAME HINT & TIP LINE:
1-900-896-HINT (4468)

- **70¢ per minute charge**
- **Touch-tone phone required**
- **Children under 18 years old must have the permission of a parent or legal guardian before calling.**

Konami (America) Inc. Limited Warranty

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your **Lethal Enforcers™** game pak, call our Warranty Services number (708) 215-5111.